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Level 912.2: "Forest of Paradise"



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Survival Difficulty: Habitable

- » Safe
- » Sustained Communities
- » Devoid of Harmful Entities

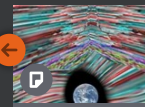
Level 912.2 is a sub-level between [Level 912](#) and [Level 913](#).



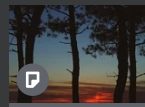
Description

Level 912.2 appears to be a forest engulfed in a greenish lush hue with moss and short cut grass covering the ground. Level 912.2 is completely safe from any entities and can be used as a break/stop from traversing through the backrooms, there's currently only one exit in the level **to move onto a new level and it is through a lime coloured portal hidden in the strong dark green vines of the forest, once one enters through the portal, it can lead one to any level of the backrooms including the frontrooms themselves however due to the sheer**

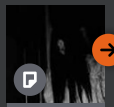
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Level 912.1



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amount of levels available in the backrooms this sadly very rarely happens.



A photo of Level 912.2's forest taken by a wanderer.

Level 912.2 has different properties from [Level 912](#) and [Level 912.1](#), the time in the level is stuck at sunset and has never been recorded to change at any point, the sun and moon appear to be sitting in place all the time. The weather appears to always rain, the rain is not heavy it's quite light, almost a drizzle rather than actual rain and the rain is known to not actually be normal water rather it's a drizzle of almond water.

This level is not surprisingly blooming with some wildlife, deer and other wild animals have been known to rarely wander this level, interacting with them isn't recommend but as long as you do not approach the animals too aggressively you should be fine.

The Green Paradise Hospital

The only actual landmark in Level 912.2 is a hospital, only one is present in the level and the size of Level 912.2 is currently unknown as of right now. The hospital building is quite large and is mostly cube shaped having been built from white concrete walls, clean shining white tile flooring and a light grey concrete roof with a strip of slightly darker white colour on the bottom of all of the walls in the hospital. The lobby of the hospital is of course in the entrance of the hospital right at the front door however there is fire exits that are functional and accessible.

There also appears to be a sign on top of the hospital with a writing on it "OI' Green Paradise Hospital", the words are brightly lit up and covered in a green hue.

The entire hospital is also safe from any harmful entities, it contains resources such as food, drinks, small weapons and other generic scrap/objects even clothing. The hospital rooms all appear to have the same furniture in them, an old 90's TV, a small hospital bed, a hospital curtain and a small nightstand.



A photo of one of the hallways inside Level 912.2's "OI' Green Paradise Hospital"

Entities

The only entities that have been discovered in Level 912.2 have been known to be wildlife same as from the frontrooms.

Colonies and Outposts

Only one M.E.G outpost is present on Level 912.2 and it's location is currently highly classified.

Entrances and Exits

Entrances

- Very rarely no-clipping through the snow in **Level 912** will put one to Level 912.2

Exits

- Finding a green portal hidden within the dark green vines in the depths of the forest and entering it will lead one to any level of the backrooms.

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